AGB-AR8E-USA

INSTRUCTION BOOKLET Rage

CASE MIGHT INTERCTIVE

**Ubi Soft** 

www.ubi.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

# IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

# **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

#### To avoid battery leakage:

- · Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- · Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
  correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO
HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS
LOOK FOR THIS SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY.
LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED
PRODUCTS BEARING THE OFFICIAL NINTENDO
SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.

© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

# Contents

Language Select	Exhibition18
	Venue
Movie Mode 0 4	Round Length
	Rounds
	CPU Difficulty
	Fight
Speed Bag	Knockout17
Heavy Bag	
Pads	Load Game
Training Results	Choose Player
Quitting Movie Mode	Delete Player
	Copy Player
Cut Scenes	Rename Player
Fighting	Options
Fight Instructions	Music
Moves List	Sound FX 2 (
Knockdown Screen	Gredits
Pause Menu	Brightness
End of Round	The Ring
Progression	Credits
Continue Screen	

# Language Select



Press the A Button to select language; pressing either Control Pad LEFT or Control Pad RIGHT will scroll between the other languages.

# Main Menu



Press the A Button to select highlighted option; pressing either Control Pad UP or Control Pad DOWN on the Control Pad will highlight the other options.

# Movie Mode

Movie mode follows Rocky's progression through the storyline of the original ROCKY™ movies. The player has to fight all the opponents that Rocky faced in the movies and the movie theme is continued with the cut scenes from the movies that are shown when the player approaches a big fight. For information on Load Player see Load Game section on page 18.

#### **Cut Scenes**



Opening the **Cut Scenes** selection will allow you to see your progress in the game. By pressing either **Control Pad LEFT** or **Control Pad RIGHT** you will highlight the characters that are currently accessible and the Cut Scene at the end of that fight sequence.

Pressing the A Button will show the Cut Scene you have selected.

# Fight

Selecting FIGHT will take you into the Movie Mode game.

### **Training Games**



The stars at the top of the screen indicate how many training attempts you have left. Once all of the stars have gone you must select **FIGHT** to move onto the next bout. Before any one fight, you must train twice in order to build up Rocky's fitness and strength.

Auto Train allows you to automatically train Rocky. Once you have selected AUTO TRAIN, you must then click on a Training Game. The results of the Training

Game will be shown immediately instead of you having to perform the training. Be warned, however, that Auto Train doesn't always produce the best results...



Each Training Game concentrates on a specific attribute such as Strength, Speed, or Stamina. Based on this, each Training Game will give Rocky a 1-8% increase on the primary attribute for that training game, and a 0-4% increase on the secondary attributes, depending on Rocky's performance. The attributes that have changed after the training are highlighted in red.

# **Speed Bag**



The highlighted gloves will indicate the button that should be pressed; the A Button, the B Button, or alternate A Button and B Button presses.

After a certain amount of time the icon will change and a beep will sound, and new punches must be performed.

By timing the button presses Rocky should build up his punch rhythm which moves the yellow pointer, as it gets to the end of the red bar underneath. This will move towards the end of the bar requiring a faster punch rhythm which will reward higher points.

The yellow bar indicates your current punch rhythm, the red bar indicates the current tempo required.

Going too fast will cause the yellow bar to overshoot the tempo bar, which will reset. You must then start the rhythm again when your punch speed is slow enough to catch up with the bar.

After 10 successful hits (10 x A Button, 10 x B Button, 10 x A Button & B Button) Rocky will perform a slam bonus punch.



# The attributes this game improves are:

Primary SPEED
Secondary 1 STAMINA
Secondary 2 DEFENSE

#### **Heavy Bag**



Punch the heavy bag with as many punches as possible in the time limit. Combos are shown in the top left corner of the screen and each combo will award a points bonus once completed.

Once Rocky has completed a combo, it becomes highlighted in green.

# The attributes this game improves are:

Primary STAMINA
Secondary 1 STRENGTH
Secondary 2 DEFENSE



#### Pads



Your trainer will order a move to be performed. This is shown via the icon in the top left corner of the screen. Once the move is performed a new punch will be ordered.

Faster reactions will reward higher scores.

The attributes this game improves are:

Primary STRENGTH
Secondary 1 SPEED
Secondary 2 DEFENSE

# **Training Results**

The results of your training session will be displayed once the session is completed. The left column shows your previous total and the right column shows the increased attributes.

Your training success rating is shown above the stat increases. The better the training session the higher your rating will be.



# Quitting Movie Mode



If you press the **B Button** on the **Training Screen** during Movie Mode you will be taken to the **Quit Menu**. Selecting **Yes** and pressing the **A Button** will take you to the Main Menu, selecting **No** and pressing the **A Button** will take you back to the **Training Games menu**.

#### **Next Bout Screen**



Once Training is complete, the player must select the **FIGHT** option. The Next Bout Screen will appear.

Pressing the Control Pad LEFT or Control Pad RIGHT on this screen will give the current attributes for that boxer; the L Button will show the current attributes for Player 1, the R Button will show the stats for Player 2. An example of this is shown here.





The boxer stats screen shows that fighter's name, picture and abilities in each skill area before the next fight.

Pressing the B Button will take you back to the Next Bout Screen.

#### **Cut Scenes**



The Cut Scenes are displayed leading up to an important fight or following an important victory.

The text can be speeded up by pressing the A Button, and then skipped to the next section by pressing the A Button again.

Pressing the B Button will cause the scene to skip completely.



# Fighting





# Fight Instructions

Moves

### **Moves List**



Left Jab



Left Straight



Left Hook



Left Uppercut



Weave











Right Jab

Right Straight

Right Hook

Right Uppercut

Pause







The more punches you land, the more damage you will do to your opponent. Punches take stamina from your fighter — the more you throw, the more your stamina will decrease. Stamina is represented as the blue bar. As your stamina decreases, so does the amount of damage your punches will cause, as well as the speed at which you can throw punches.

Punches landed on a fighter will deplete the energy bar (the green bar); once all of the energy has gone from the bar the boxer will be knocked down.

Energy and stamina are recovered at the end of a round and after a knockdown. The energy recovered at the end of a round will depend on the amount of stamina you have left at the end of the previous round. The more stamina you have, the more energy you will receive.

#### Knockdown Screen



If your boxer has been knocked down then you must continually press the A Button and B Button in sequence to regain health.

Once the bar at the top of the screen is full the boxer will reenter the fight.

If the attempt to fill this bar before the count reaches 10 is unsuccessful then
the boxer has been knocked out and the fight is over.





If a boxer is knocked down 3 times in a single round then that boxer will lose via a Technical Knock Out TKO.

There is a mandatory 8 count that the referee will enforce before your boxer is allowed back into the fight regardless of how quickly the energy bar is refilled.

#### Pause Menu



The Pause Menu shows the punches thrown, the punches landed and the number of knockdowns scored by each boxer. This is a good indicator of how the fight is going if you think points are going to decide the outcome.

The more punches landed, and knockdowns scored, the more points awarded to that boxer.

The Pause Menu also allows you to quit from the current fight. To exit a fight select Exit from the menu and press the A Button, then choose Yes and press the A Button to confirm.

Selecting No from the confirmation screen will return you to the Pause Menu.



#### **End of Round**



At the end of the round you will be shown a score card showing how the judges have scored the previous rounds. The highest score wins the round.

Points are awarded for punches landed and knockdowns scored.

Points are deducted for unsporting conduct (running away, or just not fighting, for example).

The round indicator will show what round you are due to fight next; there is a limit of 15 rounds.

Whoever has won the most rounds at the end of the fight will be declared the winner.

### Progression



As you beat each boxer, they will become available in Exhibition and Versus modes as a controllable character. Once Movie Mode is complete, the Knockout game will become available, with even more surprises after that!

As you win each fight, you will be offered the chance to save your progress, selecting **Yes** and pressing the **A Button** on **OK** will save the game to your previously chosen slot. Selecting **No** will continue as normal.



#### Continue Screen



If you lose a fight you will be offered the chance to **Continue**: you have 3 **Continue Credits** for the full game.

The Continue Credits offer you the chance to have an extra training session before your rematch.

Highlighting Yes and pressing the A Button will allow you to continue, selecting No and pressing the A Button will quit from the game and return to the Main Menu.

# Exhibition

Exhibition mode allows you to choose two of the unlocked characters and fight in the unlocked venue of your choosing.

On the boxer select screen pressing either Control Pad LEFT or Control Pad RIGHT allows you to scroll across the bar and select the boxer you wish to fight as or against. Pressing the A Button will select that boxer.

Once you have selected a boxer, that boxer will become unavailable as your opponent.

#### Venue

Pressing either Control Pad LEFT or Control Pad RIGHT allows you to scroll across the bar and select the venue you wish to fight in. Pressing the A Button will bring up a preview screen and pressing the A Button again will select that venue. Pressing the B Button will return you to the previous menu.



# **Round Length**

After entering the Round Length option, pressing either **Control Pad LEFT** or **Control Pad RIGHT** on the counter section will allow you to increase or decrease the amount of time each round will last. The possible range is 1 to 9 minutes.

Once your choice has been made, moving to OK and pressing the A Button will confirm.

#### Rounds

After entering the option for the number of rounds, pressing either Control Pad LEFT or Control Pad RIGHT on the counter section will allow you to increase or decrease the amount of rounds there will be in the bout, 1-15 rounds can be selected.

Once your choice has been made, moving to OK and pressing the A Button will confirm.

# CPU Difficulty

After entering the CPU Difficulty option, pressing either Control Pad LEFT or Control Pad RIGHT on the counter section will allow you to increase or decrease the difficulty of the Al opponent, Easy, Medium, or Hard.

Once your choice has been made, moving to OK and pressing the A Button will confirm.

### Fight

Selecting the **FIGHT** option by highlighting it and pressing the **A Button** will start the bout you have entered. Once the fight has begun, the normal fight rules and controls apply.



# Knockout



Knockout mode must be unlocked by completing Movie Mode. Once it is available you can choose a boxer from the unlocked list to fight in a knockout tournament to become the best fighter available.

Normal fight rules apply once the match has started, and each victor will move into the next round until the tournament is won.

Using the Control Pad you can scroll around the tournament progression tree to see the results of previous bouts.

# Versus

#### Options as others



Versus mode is the 2-player game. To play, you will need, 2 Game Boy' Advance systems, 2 Rocky Game Paks, and one Game Boy Advance Game Link" Cable. If two Game Boy Advance systems are connected using the Game Link Cable, and VERSUS mode is selected, once the connection has been established, the two human players will be able to select boxers and fight against each other.



# **Load Game**



# Choose Player





Choose Player allows you to load a previously saved game. You can then choose any previously unlocked characters in the various game modes (excluding Movie Mode).

It also allows several players to have individual saved games on the one *Game Boy Advance* system.

If you are starting a new game then once you have chosen your saved game slot you can enter your player name.

Pressing either Control Pad UP or Control Pad DOWN on the Control Pad will scroll through the alphabet, and moving Control Pad LEFT or Control Pad RIGHT with the Control Pad will move you to the next or previous letter in your name.

Pressing the A Button will confirm your naming selection.



# Delete Player

Delete Player allows you to delete a character currently saved on your Rocky Game Pak.

# Copy Player

Copy Player allows you to copy a player into a blank slot and continue it at a later date, this is useful if you are not sure what training methods will help you win your next fights and wish to experiment without any serious repercussions.

### Rename Player

Rename Player allows you to rename a previous saved game. This may be of use if you wish to add a unique name to the current stage in the game you are in, naming it Clubber, for example, if you are about to fight Clubber lang.

# Options



#### Music

The music option allows you to switch the in-game music on or off by choosing **On** or **Off** in the selection bar and selecting **OK** then pressing the **A Button** will confirm your selection.

#### Sound FX

The Sound FX option allows you to switch the in-game SFX on or off by choosing On or Off in the selection bar and selecting OK then pressing the A Button will confirm your selection.

#### Credits

Selecting the **Credits** will show you a list of the talented people who brought Rocky to your **Game Boy Advance** system.

### Brightness

By pressing Control Pad LEFT or Control Pad RIGHT on the counter in the middle of the screen you can set the brightness level of the game on your Game Boy Advance system. Selecting OK pressing the A Button will confirm your setting.

# The Ring

The rings to be used in any World Championship bouts shall measure no less than eighteen (18) feet (5.5 m) and no more than twenty-four (24) feet (7.3 m) long for each side between the ropes. The ring floor shall extend further the ring no more than eighteen (18) inches (457.2 mm).

The ring padding shall consist of one (1) inch layer of Ensolite Boxing Ring Pad or similar material applied over one-inch base of Celotex Building Board or similar material. The padding shall be covered with canvas, drill or similar material tightly tied under the platform.

All boxing rings must be equipped with four parallel ring ropes each no less than one (1) inch thick in diameter. Such ropes shall be manila rope, synthetic rope, or plastic rope or any similar material and shall not be made of metal of any type. The first shall be at eighteen (18) inches above the ring floor, the second rope shall be at thirty (30) inches above the ring floor, the third rope shall be at forty-two (42) inches above the ring floor, and the fourth rope shall be at fifty-four (54) inches above the ring floor.



# Credits

### FOR RAGE

PRODUCER HEAD OF EXTERNAL DEVELOPMENT PRODUCT MANAGER **QA MANAGER** LEAD TESTER **QA PERSONNEL** 

**COL RODGERS** 

FEARGUS CARROLL JANE RYLANDS **DEAN BENT** STUART CLENTON IAN BENTLEY JAMES DOLAN **GARY BROWNE** PAUL COLES

ORIGINAL GAME DESIGNER SOUND EFFECTS

MARK SAMPLE **GORDON HALL PAUL YEATS** 

### FOR VIRTUCRAFT STUDIOS

**PROGRAMMING** 

ARTWORK

GAME DESIGN

HEAD OF DEVELOPMENT

ASSOCIATE PRODUCER

TRAVIS WALTON DOMINIC COLLINS TONY STOCKTON

KWAN LEE

DAVID MAY

CHRIS YANNACOPOULOS

DARREN DONOHOE

MARC RUSSELL

**MATTHEW SMITH** 

**KEVIN NORBURN** 

JOHN WALSH

FOR RAGE NEWCASTLE

STUDIO HEAD **BOXER MODELS** 

ARENA MODELS

**PETER JOHNSON DUNCAN HALL** ROGER TWEEDIE **ALEX KEWIN** 

PHIL NIXON



**EXECUTIVE PRODUCERS** 

**BRIAN BEUKEN** DIANE HILL

DIRECTOR, **EUROPEAN LICENSING** CHARLIE CLEMENTSON

MUSIC AND SOUND FX

**ENGINE SOFTWARE BV** 

**HUGO MARTINEZ** CO-ORDINATOR

THANKS TO

DAVE WHITELEY PAUL SCOTT **ELLIOT WOOD** 

**CHUNKIT CHEUNG DANIELLE BEUKEN** JONELL

FOR Ubi Soft

INTERACTIVE

GROUP BRAND MANAGER **GARY KEITH** BRAND MANAGER DAVID DEPAULIS **WORLDWIDE TEST** 

FOR MGM

SENIOR VP. INTERACTIVE PRODUCTS **VP PRODUCTION &** BUSINESS DEVELOPMENT ASSOCIATE PRODUCER SENIOR FINANCIAL ANALYST JACK CHENG

TRAVIS RUTHERFORD

**NEIL HALDAR JOE RUSH** 

MANAGER **ERIC TREMBLAY** LEAD TESTER JONATHAN MOREAU **TESTERS JEAN-DOMINIC AUDET PASCAL EMARD CHARLES HADDAD** 



# Technical Support

#### Contact us over the Internet

This is the best way to contact us. Our website is open 24 hours a day, 7 days a week and it contains the most up-to-date Technical Support information available. We update the Support pages on a daily basis, so please check here first for solutions to your problems: http://support.ubi.com.

### Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line.

Be advised that our Technical Support Representatives are available to help you Monday—Friday from 9 am—9 pm (Eastern Standard Time).

### Contact us by standard mail

If all else fails, you can write to us at:

Ubi Soft Technical Support 3200 Gateway Centre Blvd. Suite 100 Morrisville, NC 27560

#### Return policy

Please do not send any game returns directly to Ubi Soft Entertainment. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged cartridge or scratched CD, please visit our FAQ listing for your game and get the latest replacement policy and pricing.



# **Ubisoft Limited Warranty**

Ubi Soft warrants to the original purchaser of its products that the products would be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is", without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect of the product.

#### Limitations

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.



# Ubisoft Limited Warranty (continued)

#### Notice

Ubi Soft reserves the right to make improvements in its products at any time and without notice.

#### Refunds

Ubi Soft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

### **Product / Documentation Replacements**

Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

# Within the 90-day warranty period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.



# Ubisoft Limited Warranty (continued)

# After the 90-day warranty period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

### Replacement Fees

Our most recent replacement fee schedule is available online. Please visit the support section of http://www.ubi.com for an updated price list

# Warranty Address and Contact Information

Email: replacements@ubi.com

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

#### Address

Ubi Soft Replacements 3200 Gateway Centre Blvd., Suite 100 Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubi Soft.



